

KEMONOMIMI TRAITS

Humans with added animal traits, usually restricted to ears and a tail. Examples for their origin in your campaign can include but are not limited to the blessing or the curse of a god, the halfbreeds of more powerful werebeasts or the creation of a wizard who thought it was a really good idea.

Ability Score Increase. Your dexterity score increases by 2

Age. About the same as humans.

Alignment. Just like the average human a kemonomimi does not tend towards any specific alignment. It all depends on the upbringing and surrounding factors.

Size. Medium.

Speed. 30 feet walking.

Languages. You speak, read and write common and one additional language of your choice.

Enhanced Senses. You gain proficiency in the Perception skill. You also gain advantage on any wisdom (perception) check involving smell, taste or sound.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Shapeshifting. You can wildshape into a single animal, as per the second level Druid Wild Shape ability. There are two differences to the Druid's wildshape: If you shapeshift with this ability you keep your hit points and take damage as normal. If you are reduced to 0 hit points you turn back into your original form and make death saving throws. The other difference is that this ability has infinite uses and duration. The specific animal is determined by your subrace.

Subrace. Kemonomimi have several subraces based on different animals.

NEKOMIMI

Ability Score Increase. Your charisma score increases by 1.

Meow. You can assume the shape of a cat.

Nine Lives. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

KITSUNEMIMI

Ability Score Increase. Your wisdom score increases by 1.

Yip. You can assume the shape of a fox (using the statistics of a jackal).

Trickery. You know the Minor Illusion cantrip. Wisdom is your spellcasting ability for this spell.

USAGIMIMI

Ability Score Increase. Your charisma score increases by 1.

Squeak. You can assume the shape of a rabbit (using the statistics of a weasel).

Cuddly. Your presence puts other people at ease. You have advantage on charisma (persuasion) checks to calm other people down.

INUMIMI

Ability Score Increase. Your constitution score increases by 1.

Bork. You can assume the shape of a dog (using the stats of a mastiff).

Man's best friend. When an ally within 5 feet of you is being hit by an attack of opportunity you can throw yourself between him and the attack, taking damage in his stead.

OKAMIMIMI

Ability Score Increase. Your strength score increases by 1.

Growl. You can assume the shape of a wolf.

Terror Howl. While in your wolf form you have advantage on charisma (intimidation) checks.

NEZUMIMI

Ability Score Increase. Your wisdom score increases by 1.

Feep. You can assume the shape of a mouse (using the statistics of a rat).

Grey Mouse. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

PALADIN OATH

OATH OF THE MAJOKKO

The majokko or mahō shōjo are usually females, as these terms mean little witch and witch girl, that are focused on protecting the innocent and fighting against dark powers and monsters.

The oath of the purehearted majokko is based on five great pillars. Often the monsters they fight are particularly interested in snuffing out the goodness that can be found in these pillars.

Caring. When you see someone in need of consolation you must offer a shoulder to cry on.

Sharing. When there is someone who truly needs something you have you must share your wealth.

Family. The bonds of family are strong and mustn't be severed by strife. Reunite what has been split apart, repair what is damaged.

Friendship. Like family, friendship makes for strong bonds. Some friends are even equal to family members. You must protect it the same.

Love. The strongest power of them all is the power of love. It can redeem the truly evil, break hearts apart to cause horrible pain and make man move mountains. You must make love possible, let it blossom to full beauty.

OATH SPELLS

You gain oath spells at the paladin level listed.

OATH OF THE MAJOKKO SPELLS

Paladin Level Spells

3rd	Charm Person, Animal Friendship
5th	Calm Emotions, Aid
9th	Create Food and Water, Mass Healing Word
13th	Guardian of Faith, Locate Creature
17th	Hallow, Banishing Smite

CHANNEL DIVINITY

When you take this oath at 3rd level you gain the following two channel divinity options.

Transformation Sequence. When you roll initiative, you can use your channel divinity to gain a special turn that takes place before other creatures can act. On this turn you can use your action to flashily transform your physical appearance and armor or otherwise do nothing. Majokko armor usually consists of enchanted frilly dresses with bright colours and many ribbons.

You gain +1 to AC and, if you choose to use it rather than one of your normal weapons, a magical wand that can be used as a spellcasting focus or as Warhammer. When used as a Warhammer you can add your charisma modifier to the damage if you use a divine smite. This wand counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The transformation lasts until initiative ends.

If you are surprised this special round occurs after the surprise round. You can also use a normal action, using your channel divinity, outside of initiative to invoke your transformation sequence. In this case it will last for one minute.

Sense Problems. As an action, using your channel divinity, you can see a faint blue aura around those who require caring. A silver aura around those who need sharing. A golden aura around stressed friendships. A green aura around houses whose families are facing turmoil. Red strings that connect fated lovers.

The stronger these phenomenons are the bigger and more important the problems they represent.

AURA OF FRIENDSHIP

Your protective power establishes an aura of safety wherever you can reach. Beginning at 7th level all allies that leave an enemy's reach and enter this 10 feet aura centred on you can not be targeted by opportunity attacks during this movement.

At 18th level this aura expands to 20 feet.

FLIGHT

Starting at 15th level when you use your channel divinity transformation sequence you also gain a flight speed equal to your normal speed.

You can freely choose the visuals of this ability. It may be a suddenly manifesting flying broom, wings of pure light or a glowing board underneath your feet.

ULTIMATE TRANSFORMATION

At 20th level you have perfected your transformation sequence. Using your action you gain the following benefits for one minute.

- At the start of each of your turns you and your allies within 60 feet regain five hit points unless they are already reduced to 0 HP.
- You emanate an aura of positive energy in a 30 feet radius. Allies in this aura have advantage on death saving throws. Enemies in this aura lose their normal damage resistances and take 5 damage every round.

You can't use this feature again until you finished a long rest.

CORRUPTED MAJOKKO

This is a villainous character option. A DM will likely decide that it will require an evil alignment or not be available to players. It exists as a specific counterpart to the majokko and an alternative to the oathbreaker.

REQUIRED DISAPPOINTMENTS

Any majokko can become corrupted by evil. There are however some requirements that need to be met. She must be faced with disappointment from each of the five pillars she wished to uphold before.

Caring. Nobody cared for you when whatever horrible event happened to you. Why should you care about anyone but yourself?

Sharing. Only your own wealth and well-being is important. Those who you've helped in the past were just greedy and constantly demanded more,

Family. Maybe they are all dead or maybe they treated you like shit. Either way, family means nothing to you any more.

Friendship. Those who you have considered friends have betrayed you. Never let anyone come close to you again, people just want to backstab you.

Love. You knew love could cause you pain but you never knew it could be this much. You were rejected, discarded, ignored. Whatever. Only the weak value love.

THE CORRUPTED OATH

So when a majokko has finally been pushed over the edge she will swear to adhere to new rules to protect herself from harm.

Cold Heart. You won't help anyone unless you can gain something from it.

Solitude. Discard the shackles of companionship. Alone you are the strongest. Those you interact with are enemies at worst and tools at best.

Hate. Where there once was love in your heart there is now only hate. Destroy your enemies without mercy because if they remain alive they may take revenge. Disregard feelings of pity as they will earn you nothing in life.

OATH SPELLS

You gain oath spells at the paladin level listed.

OATH OF THE MAJOKKO SPELLS

Paladin Level	Spells
3rd	Command, Hellish Rebuke
5th	Crown of Madness, Hold Person
9th	Fear, Bestow Curse
13th	Blight, Compulsion
17th	Hallow, Flame Strike

CHANNEL DIVINITY

When you take this oath at 3rd level you gain the following two channel divinity options

Transformation Sequence. Works the same as for normal majokko but the appearance of the armor is usually more reminiscent of Gothic Lolita fashion.

Cause Turmoil. You can use your channel divinity as an action to cause aggression in those who were calm before. From a point you can see a wave of negative emotions erupt in a 30 feet radius. Arguments will break out between all humanoids in this area. Stealth checks to sneak past these arguing people will have advantage.

If any beasts or monstrosities with an intelligence score lower than 4 are present in the radius of this ability they will start attacking the creatures around them. They will prefer targets that don't belong to their own kind.

AURA OF HATRED

Starting at 7th level, the paladin, as well as any creature under the paladin's control (such as a charmed creature or obeyant ally) within 10 feet of the paladin, gains a bonus to melee weapon damage rolls equal to the paladin's Charisma modifier (minimum of +1). A creature can benefit from this feature from only one paladin at a time.

At 18th level, the range of this aura increases to 30 feet.

FLIGHT

The same as for normal majokko.

CORRUPTION MANIFESTATION

At 20th level you can transform and invoke an aspect that corrupts you. Using your action you gain one the following sets of benefits for one minute.

Arachnid Corruption

- You grow four shadowy spider legs on your back. For the duration you are under the effect of the spider climb spell.
- You can cast Web at will as a bonus action an amount of times equal to your charisma modifier.
- A creature you hit with a divine smite loses half of its movement speed for the duration.

This corruption symbolises the superiority of your solitude. Those who desire companionship get trapped in a web.

Vampiric Corruption

- When you reduce a creature to 0 HP you regain HP equal to your charisma modifier times two (minimum of 2).
- As an action you can choose one creature you can see and force it to make a wisdom saving throw against your spell save DC. If it succeeds it becomes immune to this ability for 24 hours. If it fails it is charmed for the duration and obeys all your commands (no action to command required). You can do so an amount of times equal to your charisma modifier (minimum of 1).

This corruption symbolises the superiority of your cold heart. Other people deserve nothing but to be controlled by you.

You can't use this feature again until you finished a long rest.